

Addendum

Enlarged version of Drawings for
reference

FIG. 1: The Apparatus – a location-based system

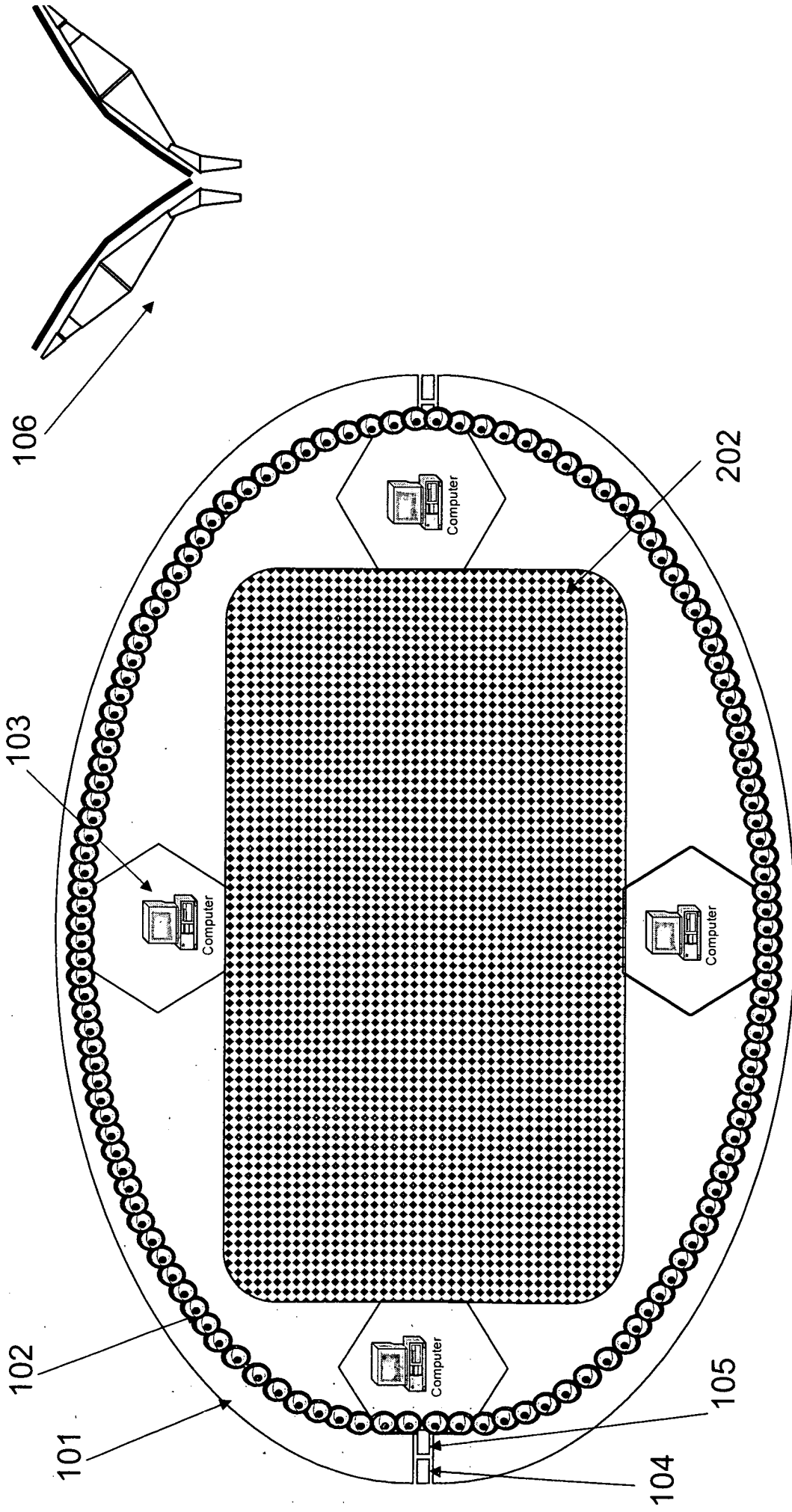


FIG. 2: Inside View of the Apparatus

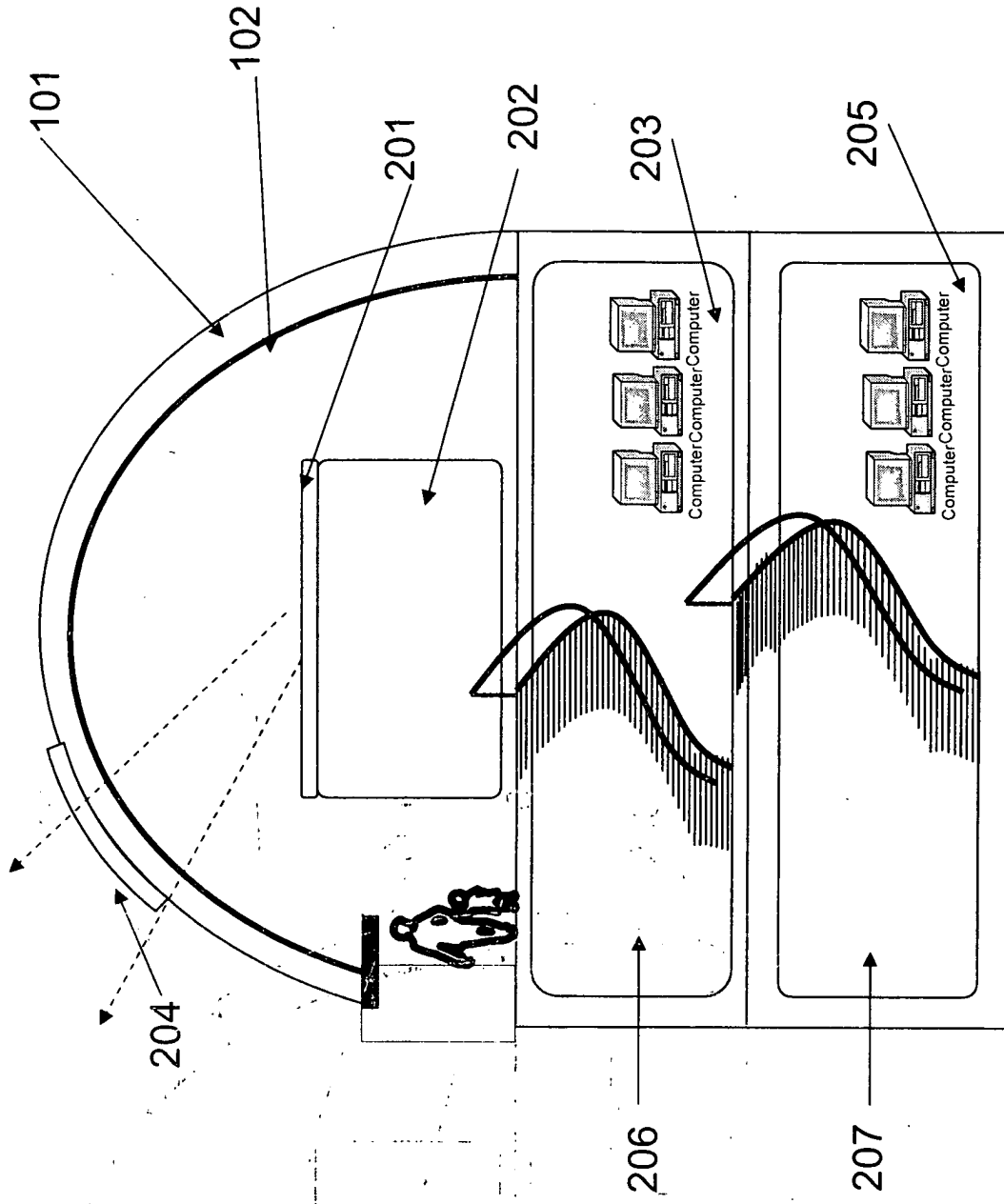


FIG 3. Block Diagram of The Physical structure of Projection Camera Wall

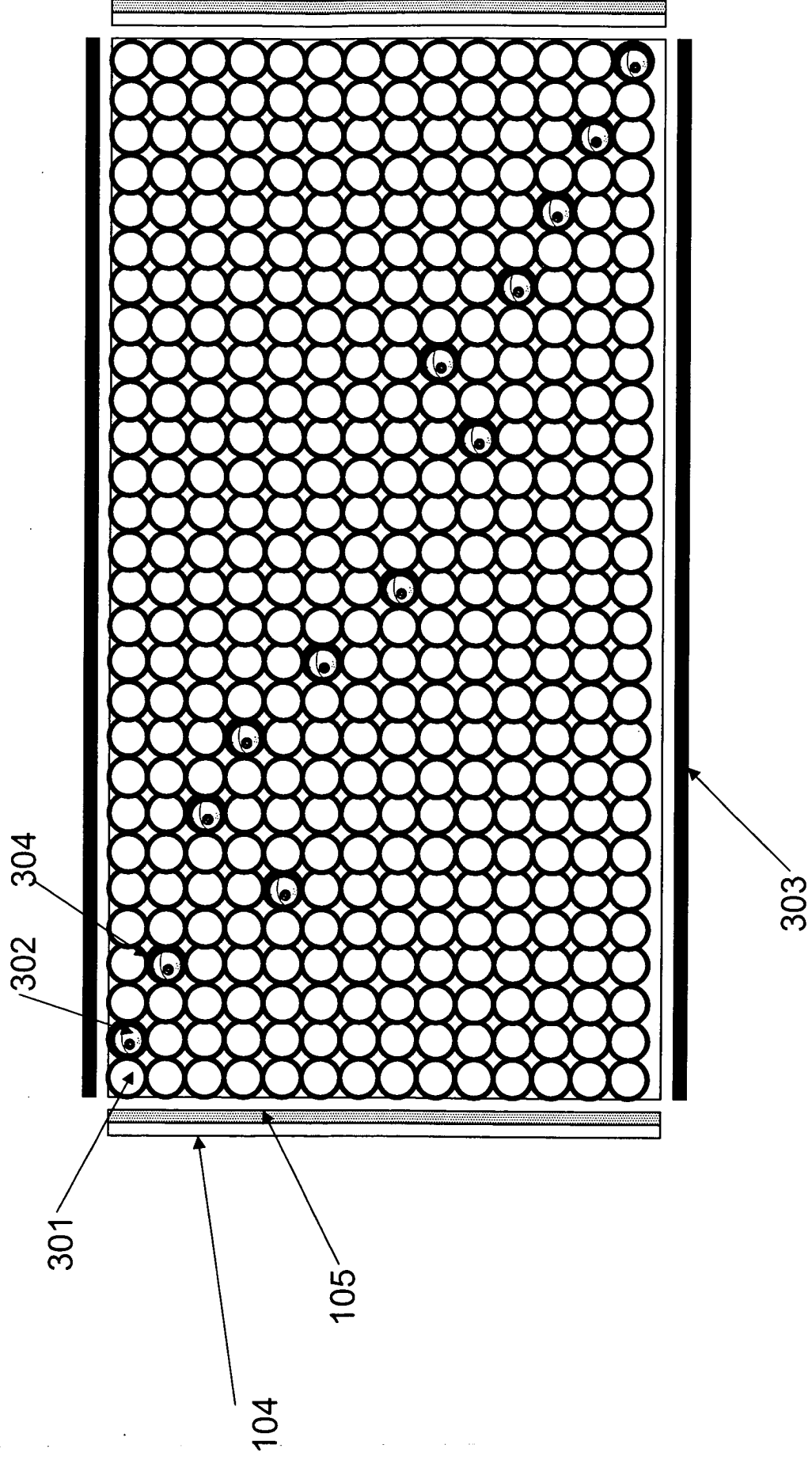


Fig. 4 Pictorial Illustration Of A Physical Environment Reflected In A Graphical Environment

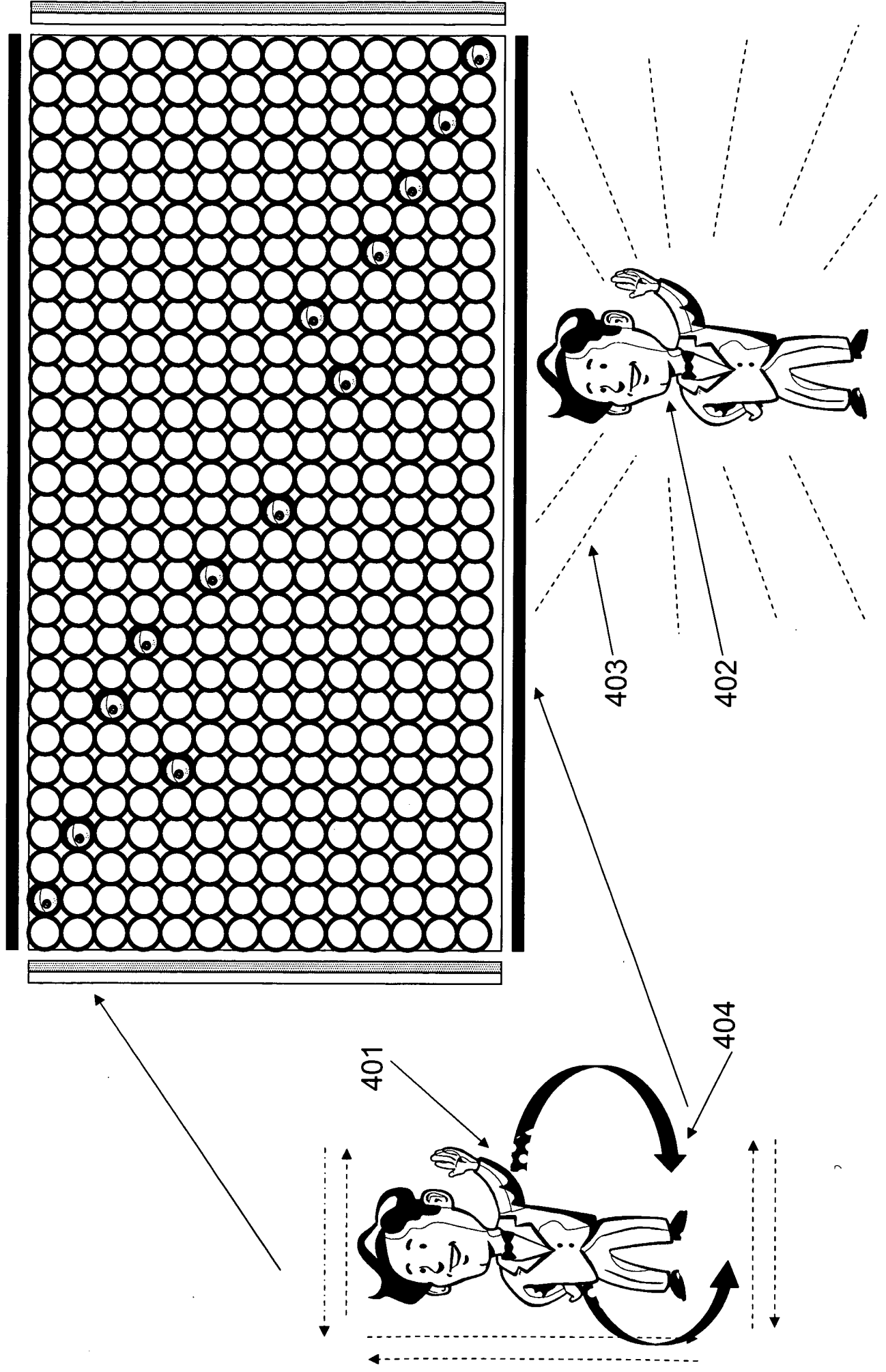


Fig. 5: Recording and Reproducing Interactivity

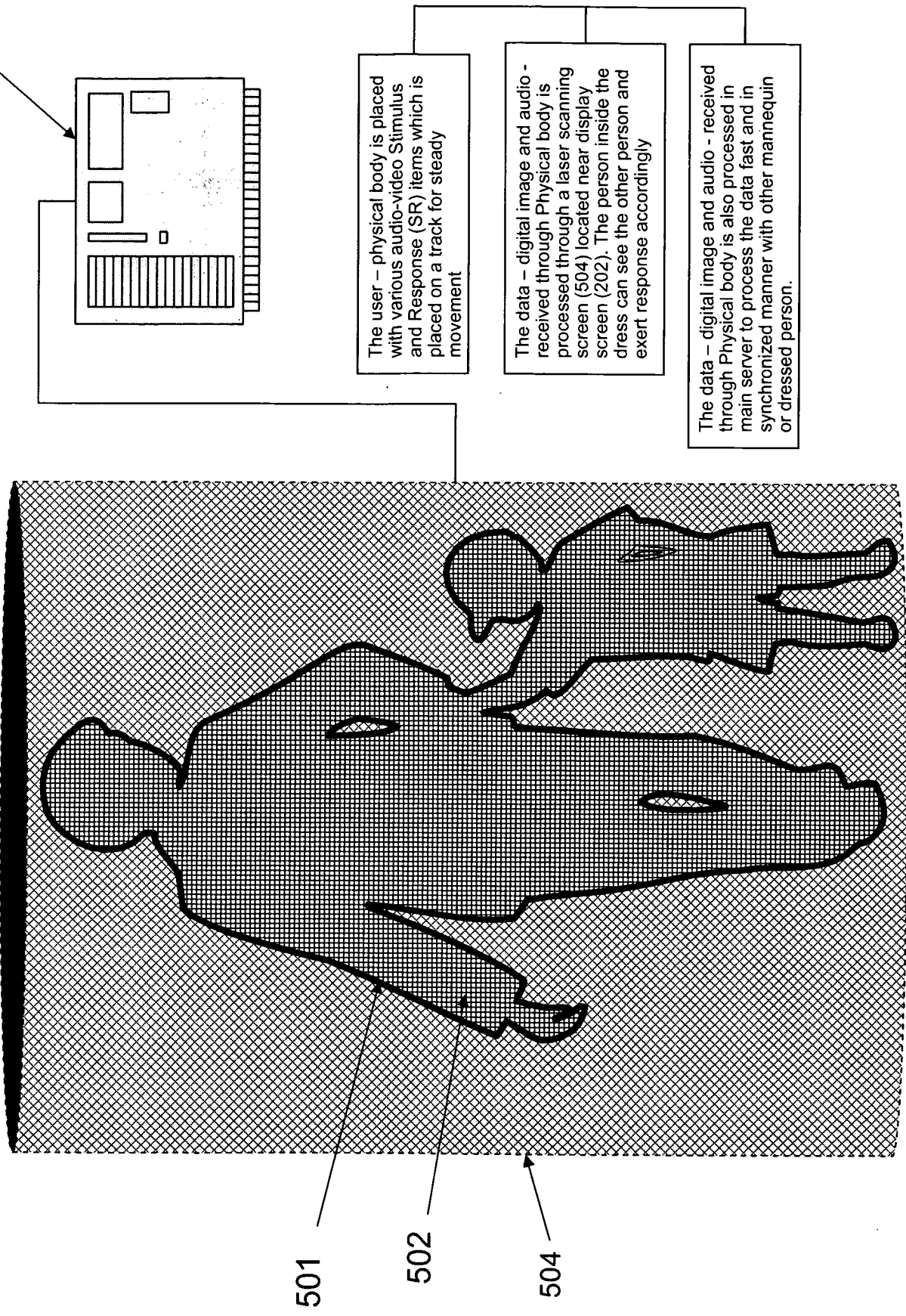


FIG. 6: Data Flow Diagram for Signal Processing

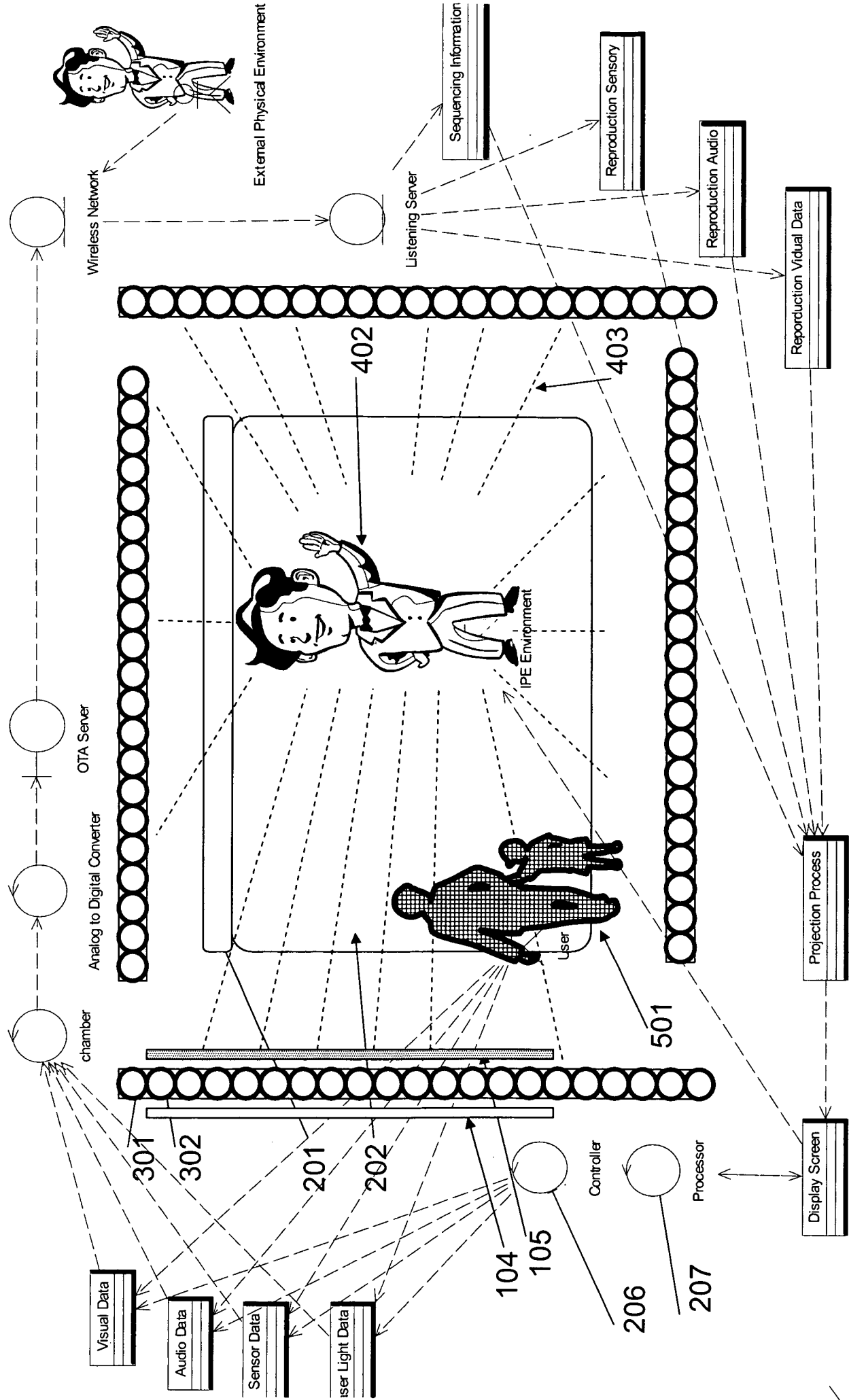


Fig. 7 Pictorial Illustration Of User Interactivity With The Environment

